FIG. 1

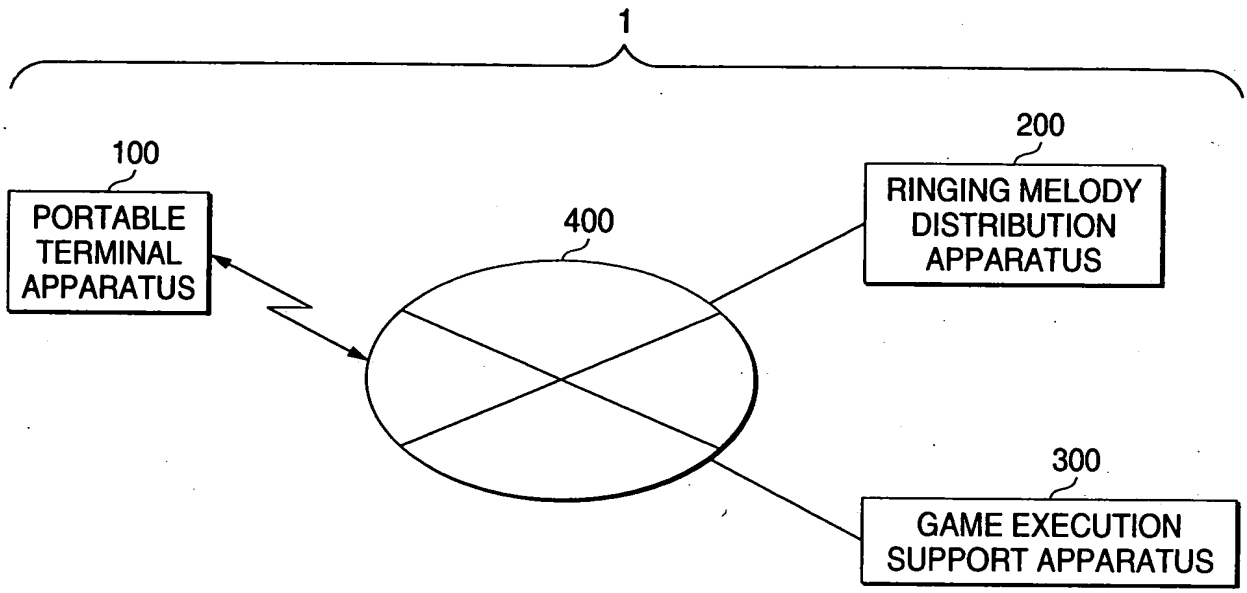

1
100
PORTABLE TERMINAL APPARATUS
200
RINGING MELODY DISTRIBUTION APPARATUS
400
300
GAME EXECUTION SUPPORT APPARATUS

FIG. 2

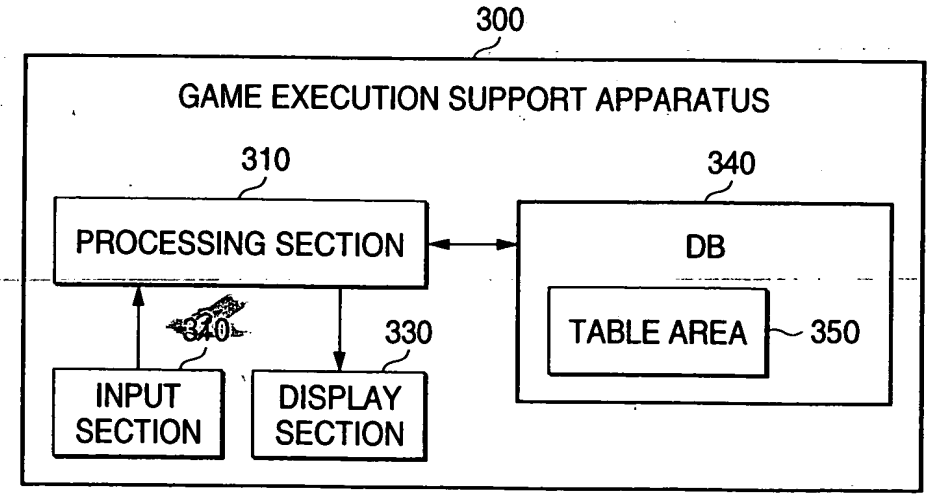

300
GAME EXECUTION SUPPORT APPARATUS
310
PROCESSING SECTION
340
DB
TABLE AREA
350
320
330
INPUT SECTION
DISPLAY SECTION

FIG. 3

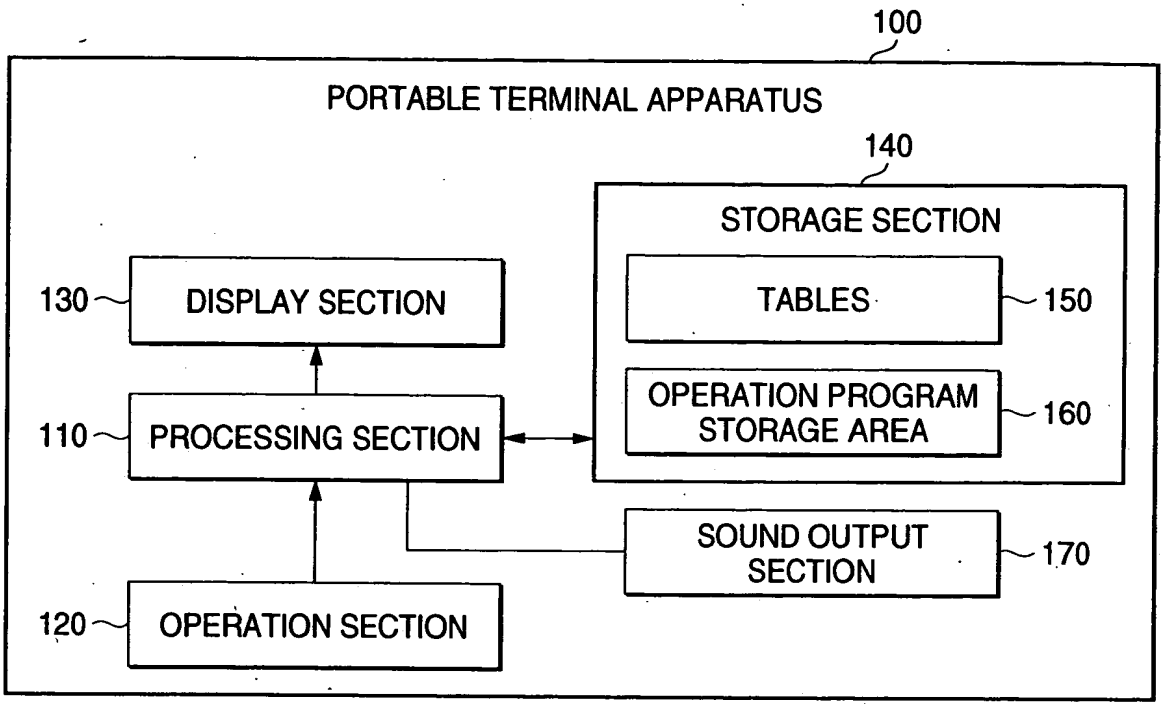

100
PORTABLE TERMINAL APPARATUS
140
STORAGE SECTION
130
DISPLAY SECTION
TABLES
150
OPERATION PROGRAM STORAGE AREA
160
110
PROCESSING SECTION
SOUND OUTPUT SECTION
170
120
OPERATION SECTION

FIG. 4

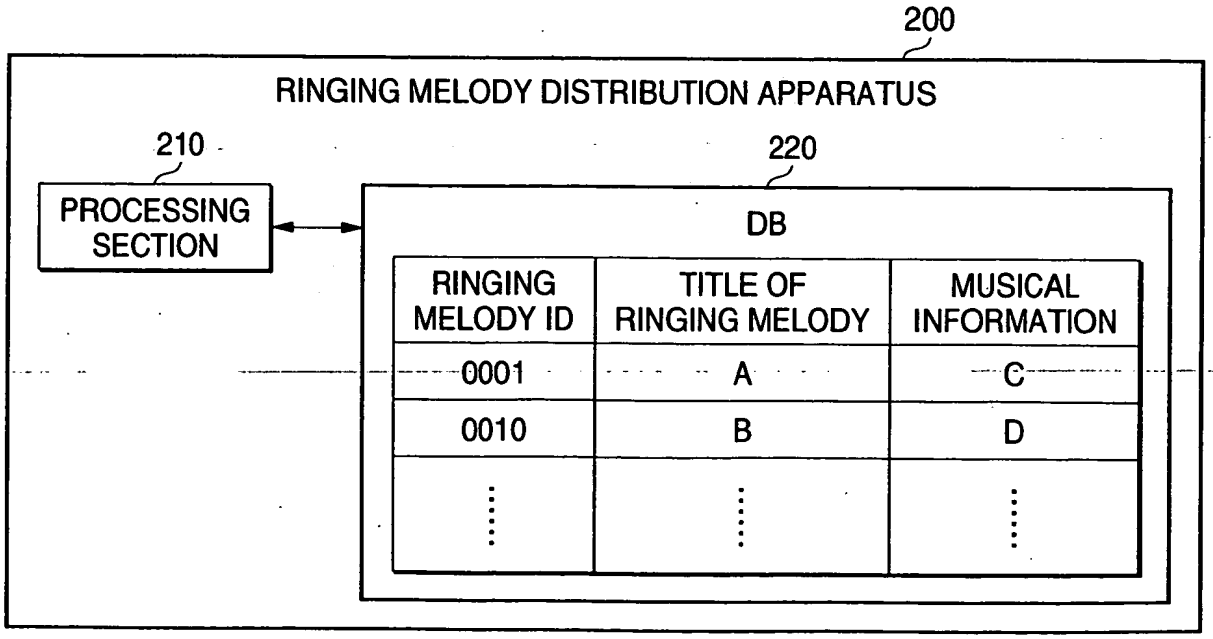

200
RINGING MELODY DISTRIBUTION APPARATUS
210
PROCESSING SECTION
220
DB
RINGING MELODY ID
TITLE OF RINGING MELODY
MUSICAL INFORMATION
0001
A
C
0010
B
D

FIG. 5

351

PERSONAL ID	RINGING MELODY ID 0001			RINGING MELODY ID 0002			····
00000001	ITEM 1	·····	ITEM 100	ITEM 1	·····	ITEM 100	····
	0 → 1	·····	0	0	·····	0	····
⋮	⋮			⋮			⋮

FIG. 6

151

RINGING MELODY NO.	RINGING MELODY ID	TITLE OF RINGING MELODY	MUSICAL INFORMATION
1	0001	A	C
⋮	⋮	⋮	⋮

FIG. 7

152

RINGING MELODY NO.	FRUIT IMAGE
1	A
⋮	⋮

FIG. 8

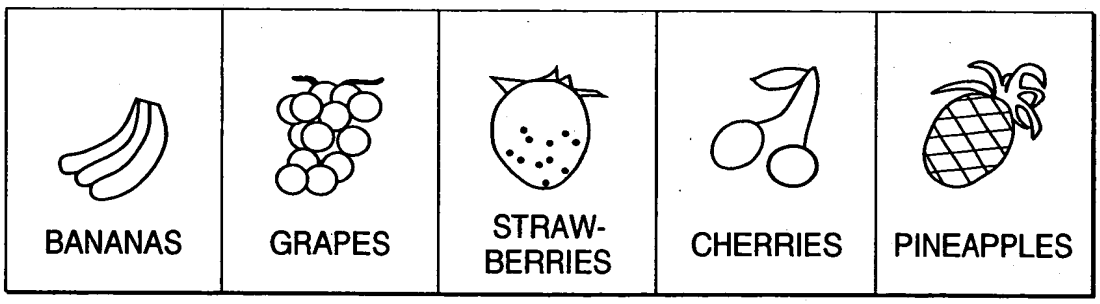


FIG. 9

153

FRUITS	SCORE FOR TRANSFORMATION 1	SCORE FOR TRANSFORMATION 2
A	x	x + 3
⋮	⋮	⋮

FIG. 10A

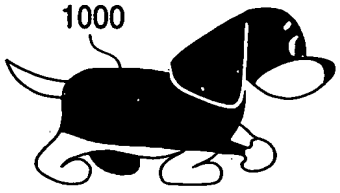


FIG. 10B

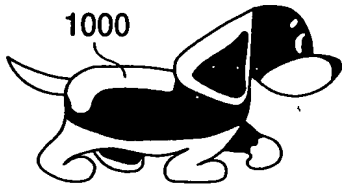


FIG. 10C

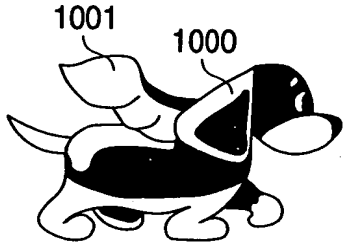


FIG. 11

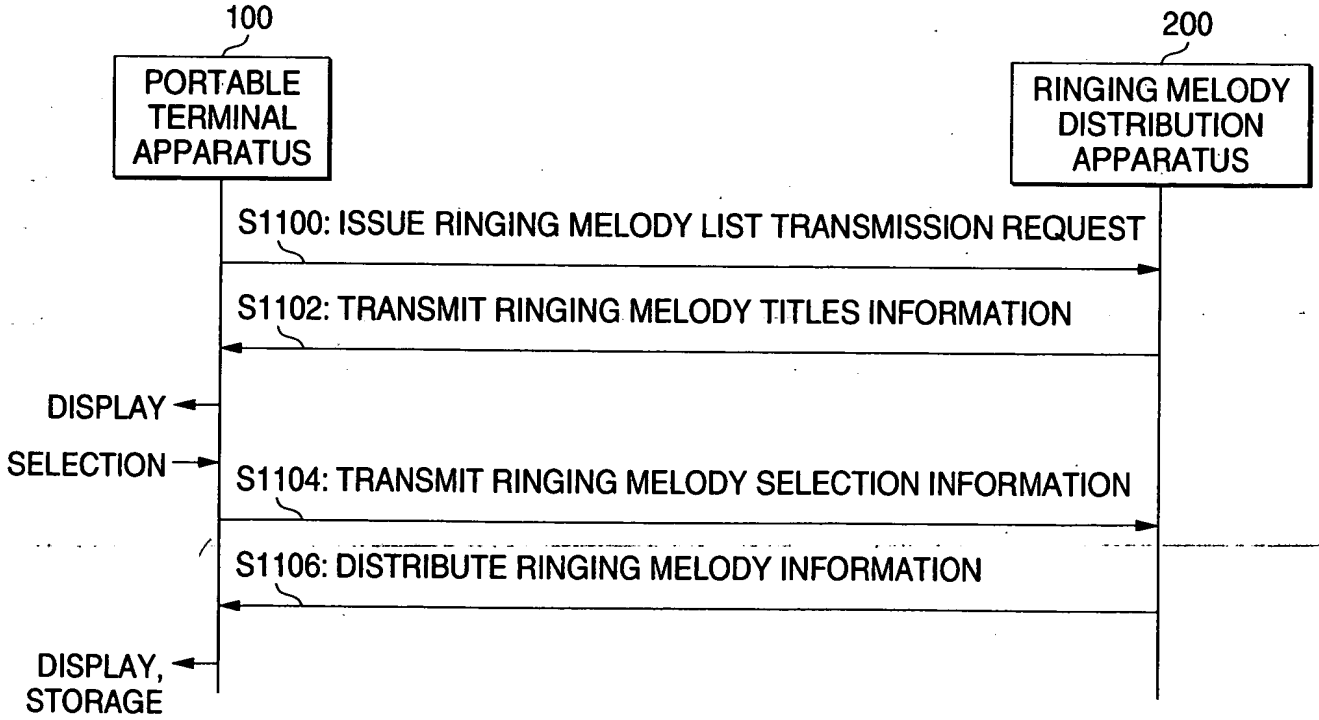


FIG. 12A

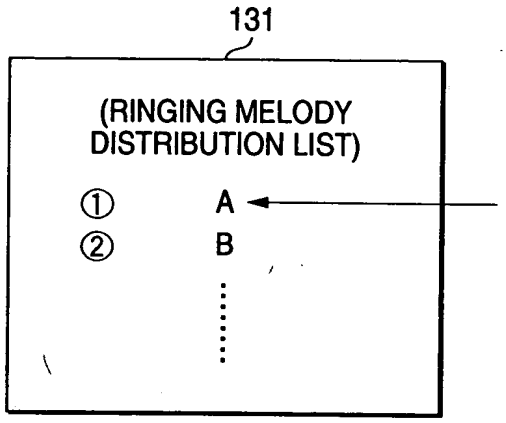


FIG. 12B

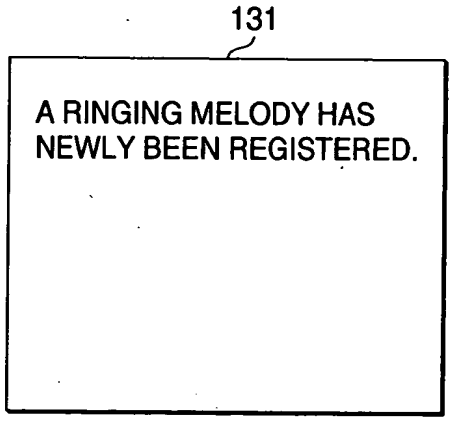


FIG. 13

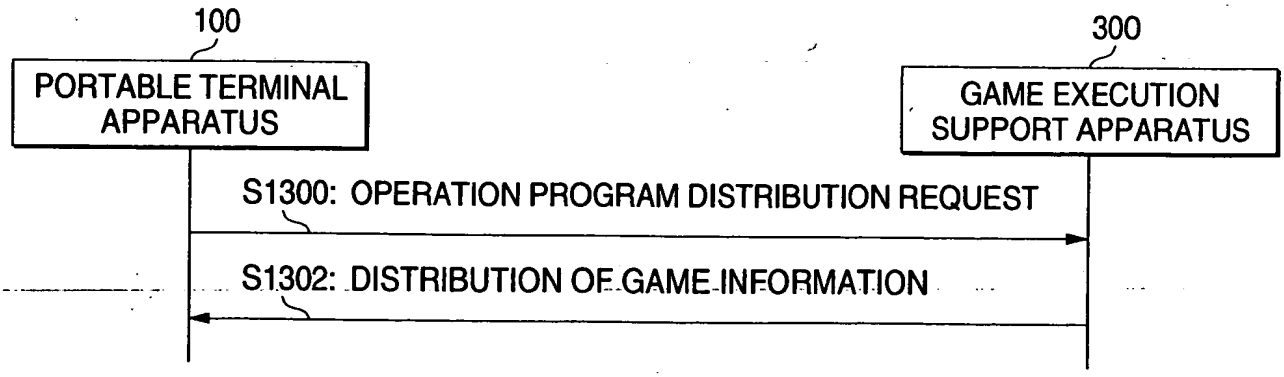


FIG. 14

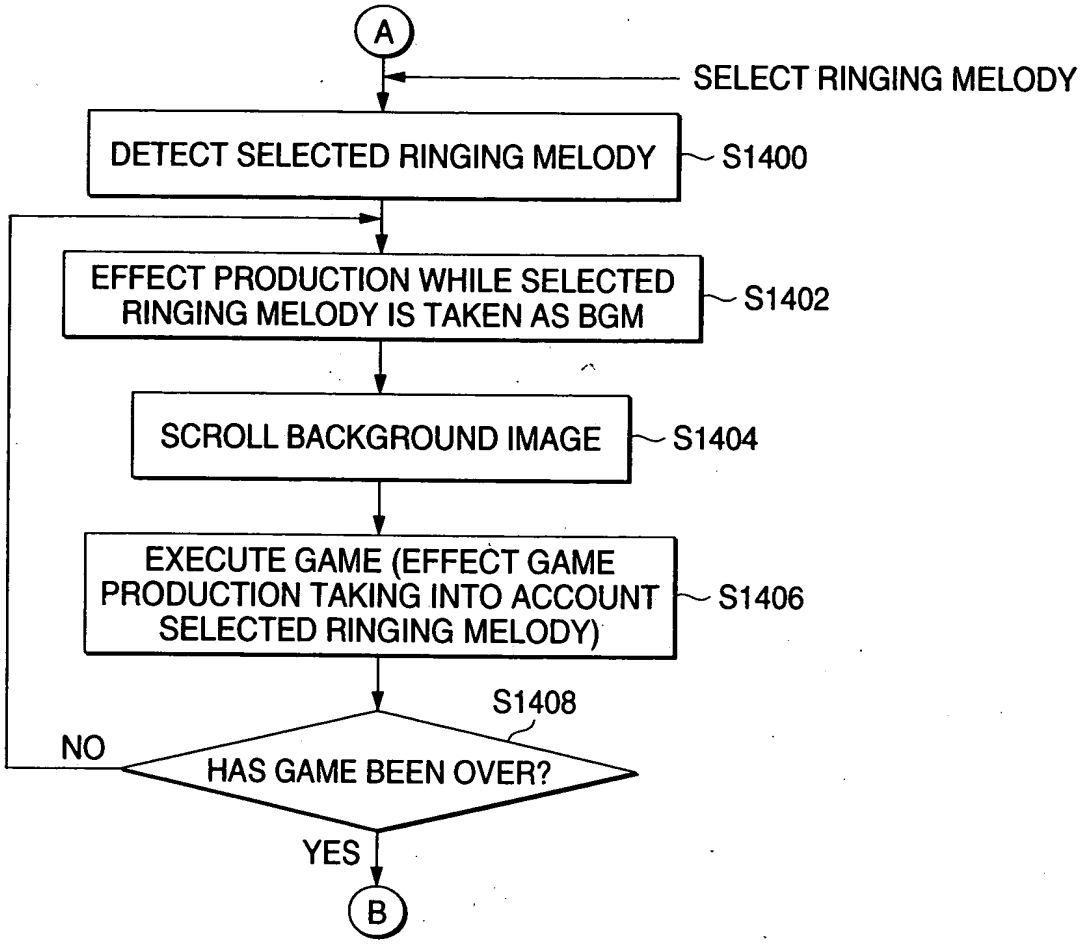
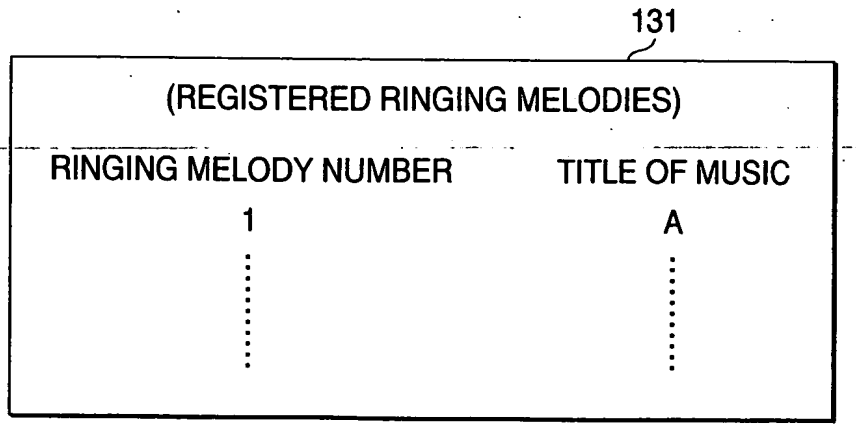

A
SELECT RINGING MELODY
DETECT SELECTED RINGING MELODY
S1400
EFFECT PRODUCTION WHILE SELECTED RINGING MELODY IS TAKEN AS BGM
S1402
SCROLL BACKGROUND IMAGE
S1404
EXECUTE GAME (EFFECT GAME PRODUCTION TAKING INTO ACCOUNT SELECTED RINGING MELODY)
S1406
S1408
NO
HAS GAME BEEN OVER?
YES
B

FIG. 15


131
(REGISTERED RINGING MELODIES)
RINGING MELODY NUMBER
TITLE OF MUSIC
1
A

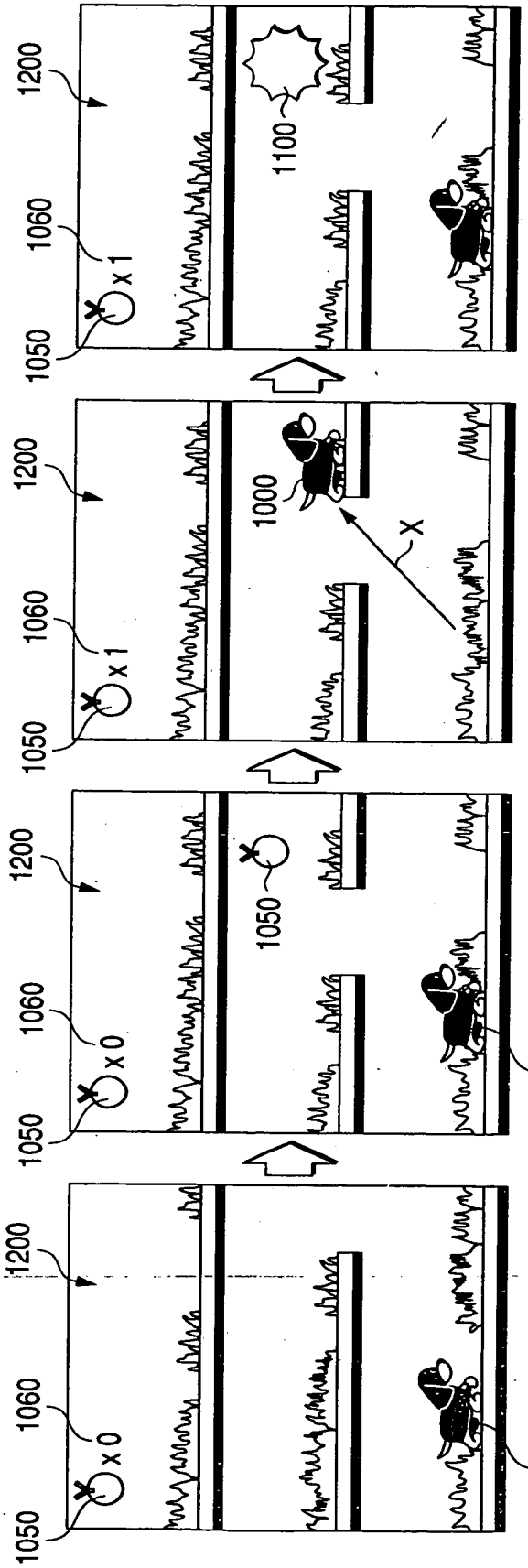


FIG. 16A FIG. 16B FIG. 16C FIG. 16D

FIG. 17

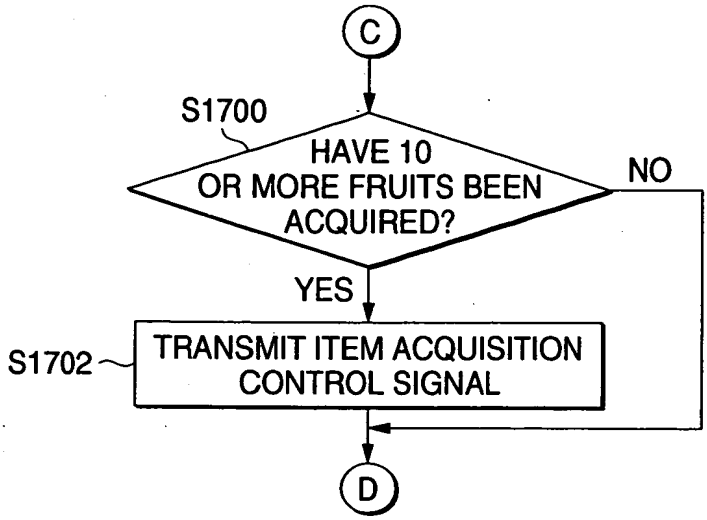

C
S1700
HAVE 10 OR MORE FRUITS BEEN ACQUIRED?
NO
YES
S1702
TRANSMIT ITEM ACQUISITION CONTROL SIGNAL
D

FIG. 18

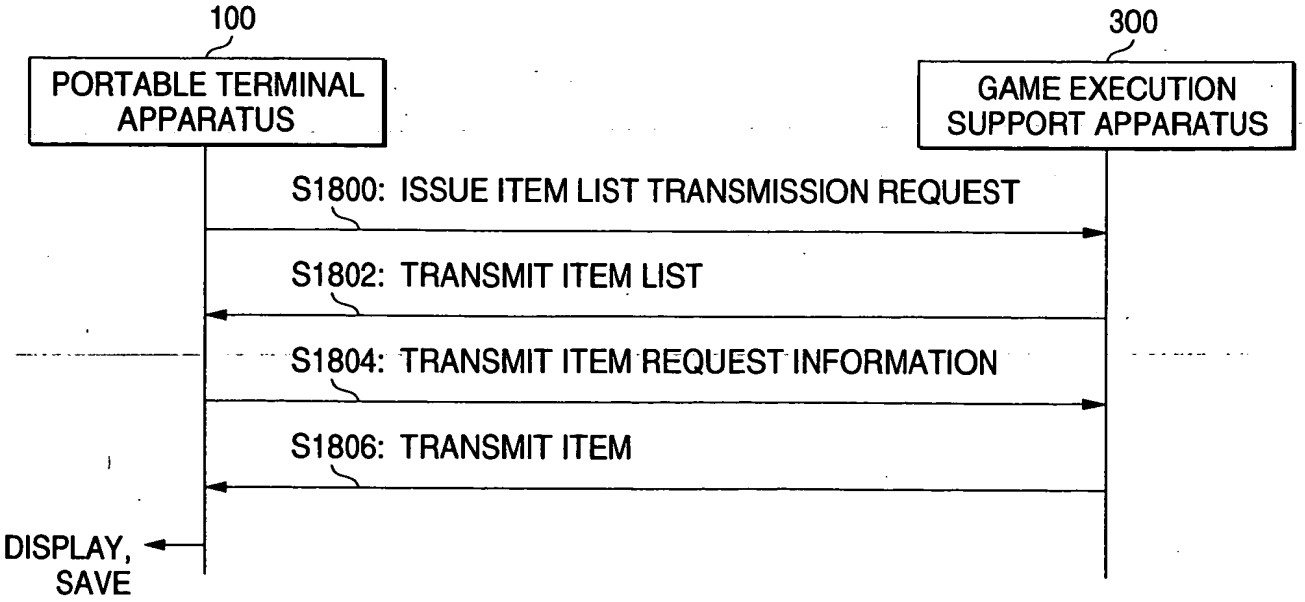

100
PORTABLE TERMINAL APPARATUS
300
GAME EXECUTION SUPPORT APPARATUS
S1800: ISSUE ITEM LIST TRANSMISSION REQUEST
S1802: TRANSMIT ITEM LIST
S1804: TRANSMIT ITEM REQUEST INFORMATION
S1806: TRANSMIT ITEM
DISPLAY, SAVE

FIG. 19A

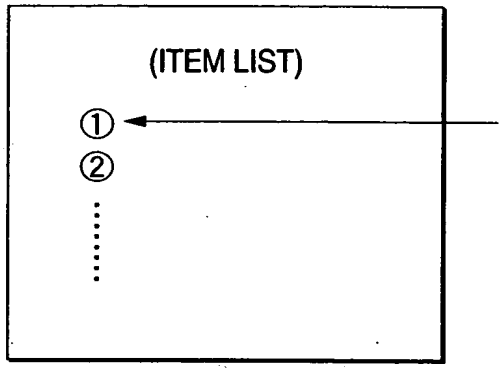


FIG. 19B

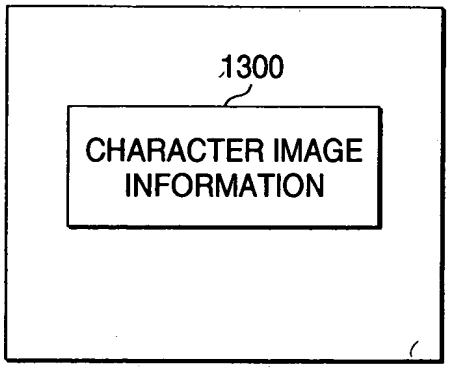
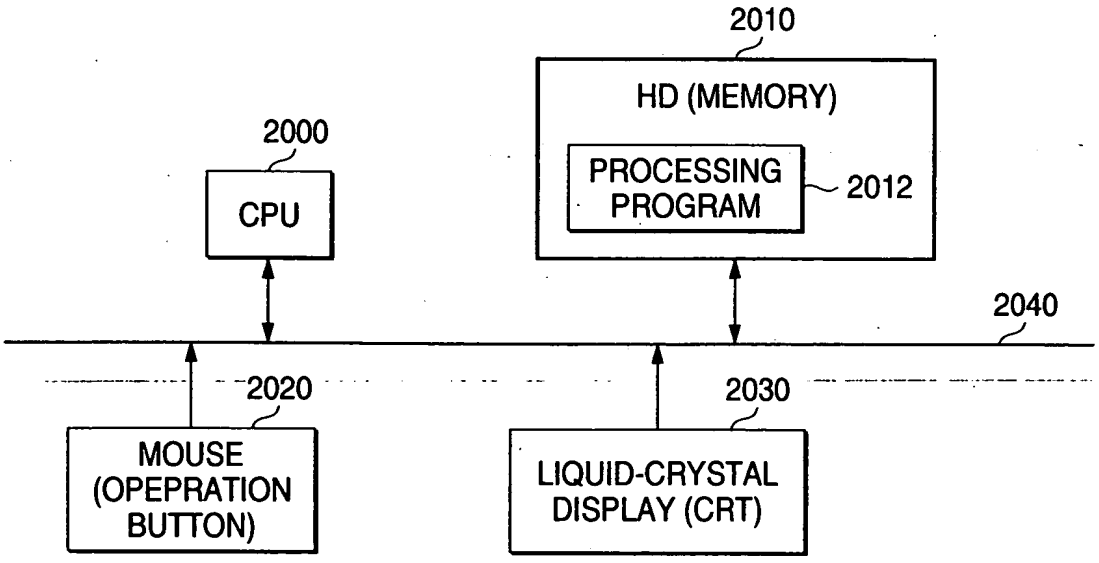



FIG. 20